

THE LIST

Player characters are recognized on sight.

DYNAMIC FIREWALL

Hacks against the Coalition are harder.

EMOTIONAL DAMPENER

Units have the Strong Willed edge.

DOPPELGANGER

A look-a-like for each player character comes into play.

STUDIED TACTICS

Units have the Dodge and Block edges.

EMERGENCY STUNNER

Units can stun with an unarmed attack.

COMBAT CO-PILOT

Units can gain combat bonuses as an action.

PAIN INHIBITOR

Units recover more easily, Wild Cards ignore a Wound.



BIO-METRIC REGISTRATION

Units alert local security when wounded.

STANDARD ISSUE SIDEARM

Units gain a concealed light pistol.

PROFICIENCY: SELF-DEFENSE

Fighting die increases and units gain Natural Weapons.

PROFICIENCY: MARKSMANSHIP

Shooting die increases.

PROFICIENCY: FIRST AID

Units gain d6 Healing and first aid supplies.

PROFICIENCY: VEHICLES

Driving and Piloting dice increase.

DAILY TEAM BUILDING

Units gain Reliable edge, improving Support effect.

COORDINATION TRAINING

Units gain +1 to skill and attribute rolls near allies.



PERSONAL CLOAKING

Units can turn invisible for 1 round.

PLASMA EDGES

Blade weapons gain Heated Filament and Hardened Alloy.

BIG HAUL

Phantom Marauder faction gains 4 Kortan Walkers.

UNLICENSED AUGMENTATION

Wild Cards gain a cybernetic.

ZERO-G EXPERTISE

Max result when running in Zero-G.

WILD RIDER

Units ignore Unstable Platform penalties.

UNWARRANTIED BOOSTER BOOTS

Units gain Flight when running.

ONE FOR ALL

Wild Cards gain Command edge.



EXPLOSIVE END

Units may explode when incapacitated.

REDUNDANT BIOLOGY

Units gain Combat Reflexes edge.

FORTIFIED CRUST

Units gain +2 Armor

RESISTANT MUTATION

Units gain an Environmental Resistance.

BACTERIAL SYMBIOSIS

Attacks cause Poison (0): Mild on a Wound.

INTERLOCKING SETAE

Units gain +2 to Athletics and Strength when Grappling.

MULT. RESPONSIVE MASSES

Gang Up bonus against Mold reduced by 2.

REACTIVE SPORE SCREEN

Units create spore cloud when Shaken or Wounded.

